

Matthew Palmer

Aspiring physicist,
computer scientist,
& aerospace enthusiast



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unendingspace



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Technical Skills

Computer-aided Design: Solidworks

Programming: C, C#, Python, Scheme, HTML, CSS

Scientific Computing: Maple

Document Production: LaTeX, Microsoft Office

Education

University of Waterloo Fall 2014 - Ongoing
Candidate for BMath -
Mathematical Physics and Computer Science

Activities

Waterloo Baja Team Fall 2015 - Ongoing
› Active member of a team which designs and races
off-road vehicles in SAE-sanctioned events
› Currently working on design of the engine mount for
the team's 2016 vehicle

Projects

Rocket Drag Race October 2015
› Coordinated a team to design, build, and race a
model rocket in the Waterloo Rocketry Team's
annual Rocket Drag Race
› Gained experience working in a fast-paced design
environment

Tower Ball October 2015
› Helped create a simple physics game for Android
› Learned to build apps on the Unity game engine
› Available for download on the Google Play store

Volunteer Experience

Scout Leader - 13th Ryerson Scouts 2012-2015
› Helped to design and deliver a quality outdoor
program for youth
› Was awarded the Medal of the Maple for
distinguished youth service